

In recent days, the number of reasons why to be interested in the topic of crowds of agents computer simulation is increasing. The field of activity and use of this element is spreading all the time. Whether public building projects testing, investigation of individual's impact on a crowd or replacing the crowd movie scenes participants by a computer simulated agents, the crowd simulation is well efficient and often needed. The thesis could be taken as a first step to creating of a common framework applicable for a wide range of situations. It stands out from a row of recent systems with a relatively narrow field of application thanks to its commonness.